

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims

1. (Original) In a gaming machine including a master gaming controller, a display device and a memory device, a method of playing a game of chance, the method comprising:
receiving a wager for one or more games of chance controlled by the master gaming controller on the gaming machine;
determining a game outcome for each of the one or more games of chance;
rendering one or more two-dimensional images derived from a three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine; and
displaying the one or more rendered two-dimensional images to the display device on the gaming machine.
2. (Original) The method of claim 1, further comprising:
rendering a game outcome presentation for at least one of the games of chance in the 3-D gaming environment and capturing the game outcome presentation on the one or more two-dimensional images.
3. (Original) The method of claim 1, further comprising:
rendering a plurality of game outcome presentations in the 3-D gaming environment and capturing two or more of the game outcome presentations on at least one of the two-dimensional images.
4. (Original) The method of claim 1, further comprising:
rendering a gaming machine maintenance operation in the 3-D gaming environment and capturing the gaming machine maintenance operation on the one or more two-dimensional images.
5. (Original) The method of claim 1, wherein the gaming machine maintenance operation is replacing printing media in a printer located on the gaming machine.

6. (Original) The method of claim 1, further comprising:
rendering a gaming machine operational feature in the 3-D gaming environment and capturing the gaming machine operation feature on the one or more two-dimensional images.

7. (Original) The method of claim 6, wherein the gaming machine operational feature is selected from the group consisting of inserting a player tracking card in a card reader on the gaming machine, entering an identification code on the gaming machine, pressing an input button on the gaming machine, inserting a printed ticket in a bill validator on the gaming machine and using an electronic key with a gaming device connected to the gaming machine.

8. (Original) The method of claim 1, further comprising:
rendering an attract mode feature in the 3-D gaming environment and capturing the attract mode feature on the one or more two-dimensional images wherein the attract mode feature is at least one of advertising, upcoming events, entertainment services and food services.

9. (Original) The method of claim 1, further comprising:
rendering a promotional feature in the 3-D gaming environment and capturing the promotional feature on the one or more two-dimensional images.

10. (Original) The method of claim 1, further comprising:
rendering casino information in the 3-D gaming environment and capturing the casino information on the one or more two-dimensional images.

11. (Original) The method of claim 1, further comprising:
rendering a bonus game presentation in the 3-D gaming environment and capturing the bonus game presentation on the one or more two-dimensional images.

12. (Original) The method of claim 1, wherein the three-dimensional position of the 3-D object is time varying.

13. (Original) The method of claim 12, wherein a rate of movement of the three-dimensional position of the 3-D object is time varying.

14. (Original) The method of claim 12, wherein the three-dimensional position of the 3-D object changes at least one of continuously, non-continuously and combinations thereof.

15. (Original) The method of claim 1, further comprising:
receiving an input signal to change the three-dimensional position of the 3-D object.

16. (Original) The method of claim 15, wherein the three-dimensional position of the 3-D object is changed to enlarge a feature in the 3-D gaming environment displayed on the display device.

17. (Original) The method of claim 1, further comprising:
displaying simultaneously a portion of a rendered two-dimensional image on a first display device on the gaming machine and the portion of the rendered two-dimensional image on a second display device on the gaming machine.

18. (Original) The method of claim 1, further comprising:
displaying simultaneously a first portion of a rendered two-dimensional image on a first display device on the gaming machine and a second portion of the rendered two-dimensional image on a second display device on the gaming machine.

19. (Original) The method of claim 1, further comprising:
displaying simultaneously a rendered two-dimensional image on a display device on a first gaming machine and the rendered two-dimensional image on a display device on a second gaming machine.

20. (Original) The method of claim 1, further comprising:
rendering a first two-dimensional image derived from a first three dimensional object in the 3-D gaming environment;
rendering a second two-dimensional image derived from a second three dimensional object in the 3-D gaming environment;
displaying simultaneously said first rendered two-dimensional image and said second rendered two-dimensional image on one or more display devices on the gaming machine.

21. (Original) The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a three dimensional object in a first gaming environment;

rendering a second two-dimensional image derived from a three-dimensional object in a second gaming environment;

displaying simultaneously said first rendered two-dimensional image and said second rendered two-dimensional image on one or more display devices on the gaming machine.

22. (Original) The method of claim 1, further comprising:

rendering a first two-dimensional image derived from a first three dimensional object in the 3-D gaming environment;

rendering a second two-dimensional image derived from a second three dimensional object in the 3-D gaming environment;

displaying simultaneously said first rendered two-dimensional image on one or more display devices located on a first gaming machine and said second rendered two-dimensional image on one or more display devices on a second gaming machine.

23. (Original) The method of claim 22, wherein the first rendered two-dimensional image displayed on the first gaming machine and the second rendered two-dimensional image displayed on the second gaming machine are used by two game players, one on the first gaming machine and one on the second gaming machine, to play a game against each other.

24. (Original) The method of claim 22, wherein the first rendered two-dimensional image displayed on the first gaming machine and the second rendered two-dimensional image displayed on the second gaming machine are used by two game players, one on the first gaming machine and one on the second gaming machines, to share a bonus game.

25. (Original) The method of claim 1, wherein the gaming environment comprises one or more 3-D object models defined by a plurality of surface elements.

26. (Original) method of claim 25, wherein at least one of the 3-D object models is a 3-D model of a slot reel.

27. (Original) The method of claim 25, wherein at least one of the 3-D object models is a 3-D model of a gaming machine.

28. (Original) The method of claim 25, wherein the one or more 3-D object models is a 3-D model of a casino.

29. (Original) The method of claim 25, wherein the position of at least one of the 3-D object models is time varying.

30. (Original) The method of claim 25, wherein at least one of the 3-D object models is at least one of an animated 3-D model of a person or a 3-D model of a fictional character.

31. (Original) The method of claim 1, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

32. (Original) The method of claim 1, further comprising:
receiving an input signal to initiate one or more games of chance.

33. (Original) The method of claim 1, further comprising:
receiving a wager for a first game and receiving a wager for a second game; and
rendering a game outcome presentation for said first game and said second game in the 3-D gaming environment;

34. (Original) The method of claim 1, further comprising:
receiving one or more input signals containing information used to play the game of chance.

35. (Original) The method of claim 1, further comprising:
receiving one or more input signals containing information used to select a 3-D gaming environment for the game of chance.

36. (Original) The method of claim 35, further comprising:
displaying a menu of games of chance available on the gaming machine;
receiving one or more inputs signals containing information used to select one or more of games of chance listed on said menu.

37. (Original) The method of claim 1, wherein a rendered two-dimensional image displayed to the display device provides at least one of a perspective view, a multiple perspective view, an orthographic view or combinations thereof.

38. (Original) The method of claim 1, further comprising:
generating an animated surface texture in the 3-D gaming environment.

39. (Original) The method of claim 38, wherein the animated surface texture is a movie.

40. (Original) The method of claim 1, wherein the game of chance is multiple hands of a card game presented simultaneously.

41. (Original) The method of claim 40, wherein the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker.

42. (Original) The method of claim 1, further comprising:
rendering a first two-dimensional image derived from a three-object in a three-dimensional gaming environment stored in the memory device on the gaming machine;
rendering a second two-dimensional image derived from a three-dimensional object in the three-dimensional gaming environment stored in the memory device on the gaming machine;
combining the first two-dimensional image and the second two-dimensional image into a third image;
displaying the third two-dimensional image to the display device on the gaming machine.

43. (Original) The method of claim 1, further comprising:
storing one or more of the rendered two-dimensional images to a memory device located on the gaming machine.

44. (Original) The method of claim 43, wherein the stored two-dimensional images are used to provide a game history.

45. (Original) The method of claim 1, further comprising:
rendering a first two-dimensional image derived from a first three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine;
rendering a second two-dimensional image derived from a second three-dimensional object in a three-dimensional gaming environment stored in the memory device on the gaming machine;
generating a sequence of two-dimensional images wherein the first rendered two-dimensional image appears to morph into the second rendered two-dimensional image during said sequence.

Claims 46-90 (Cancelled).

91. (Original) In a gaming machine comprising a master gaming controller, a display device and a memory device, a method of playing a plurality games of chance, the method comprising:

a) receiving a single wager for a plurality of games of chance controlled by the master gaming controller on the gaming machine;

determining a game outcome for each game of chance in the plurality games of chance;

cont rendering the plurality of games of chance in a three dimensional gaming environment stored in the memory device on the gaming machine;

rendering a first two-dimensional image derived from a first 3-D object in the three-dimensional gaming environment wherein the first two-dimensional image comprises a first portion of the plurality of rendered games of chance;

displaying the first rendered two-dimensional image to the display device on the gaming machine;

rendering a second two-dimensional image derived from a second 3-D object in the three-dimensional gaming environment wherein the second two-dimensional image comprises a second portion of the rendered plurality of games of chance;

displaying the second rendered two-image to the display device on the gaming machine.

92. (Original) The method of claim 91, further comprising:

receiving a wager for each of the plurality of games of chance.

93. (Original) The method of claim 91, further comprising:

rendering a sequence of two-dimensional images derived from 3-D objects in the three-dimensional gaming environment wherein three-dimensional positions of the 3-D objects in the sequence appear to vary continuously between a three-dimensional position of a first 3-D object and a three-dimensional position of a second 3-D object.

94. (Original) The method of claim 91, further comprising:
selecting a first game of chance in the first portion of the plurality of rendered games of chance;
making a wager on the first game of chance;
initiating the first game of chance;
selecting a second game of chance in the second portion of the plurality of rendered games of chance;
making a wager on the second game of chance; and
initiating the second game of chance.

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95. (Original) The method of claim 91, wherein the plurality of games of chance are multiple hands of a card game presented simultaneously.

cont
96. (Original) The method of claim 95, wherein the multiple hands of the card game are between 1 hand of poker to 1000 hands of poker.

97. (Original) The method of claim 91, wherein the game of chance is selected from the group consisting of a slot game, a keno game, a poker game, a pachinko game, a video black jack game, a bingo game, a baccarat game, a roulette game, a dice game and a card game.

98. (Original) The method of claim 91, further comprising:
receiving an input signal to initiate at least one game of chance in the first portion of the plurality of rendered games of chance; and
rendering a game outcome presentation for the at least one game of chance.

99. (Original) The method of claim 98, further comprising:
rendering a bonus game for the at least one game of chance.

100. (Original) The method of claim 91, further comprising:
receiving an input signal to initiate at least one game of chance in the second portion of
the plurality of rendered games of chance; and
rendering a game outcome presentation for the at least one game of chance.

101. (Original) The method of claim 100, further comprising:
rendering a bonus game for the at least one game of chance.

Claims 102-127. (Cancelled)
